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ROBOT WARS

ROBOT WARS MAGAZINE

THE SPIN DOCTORS
TEAM HYPNO-DISC TALK

MATILDA IN ATLANTIS
COMIC STRIP CARNAGE

PANIC ATTACK
MEETS ITS MATCH

SGT BASH!
TOO HOT TO HANDLE?

SERIES III REVIEWED

ISSUE 2 / MAY / £1·50

100% ACTION DEAD METAL POSTER

ROBOT WARS

ISSUE 02 / MAY 2000

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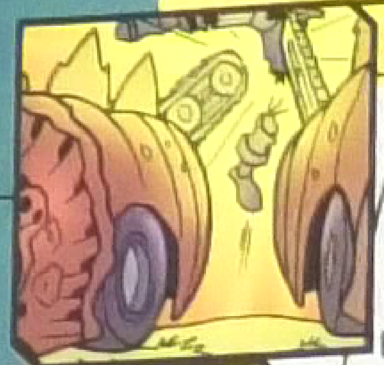

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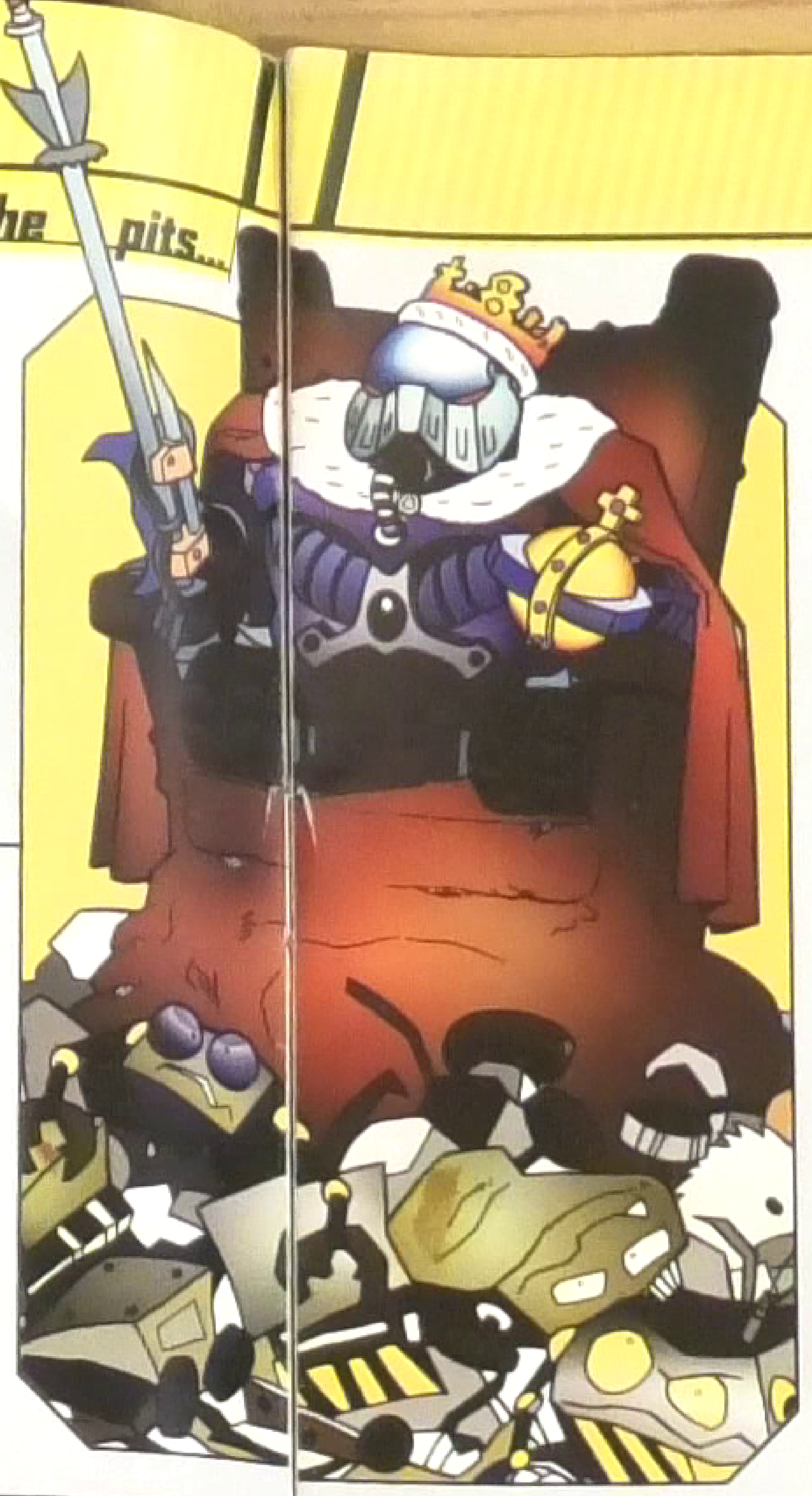
BBC
mbc

robot report

the latest news from the pits...

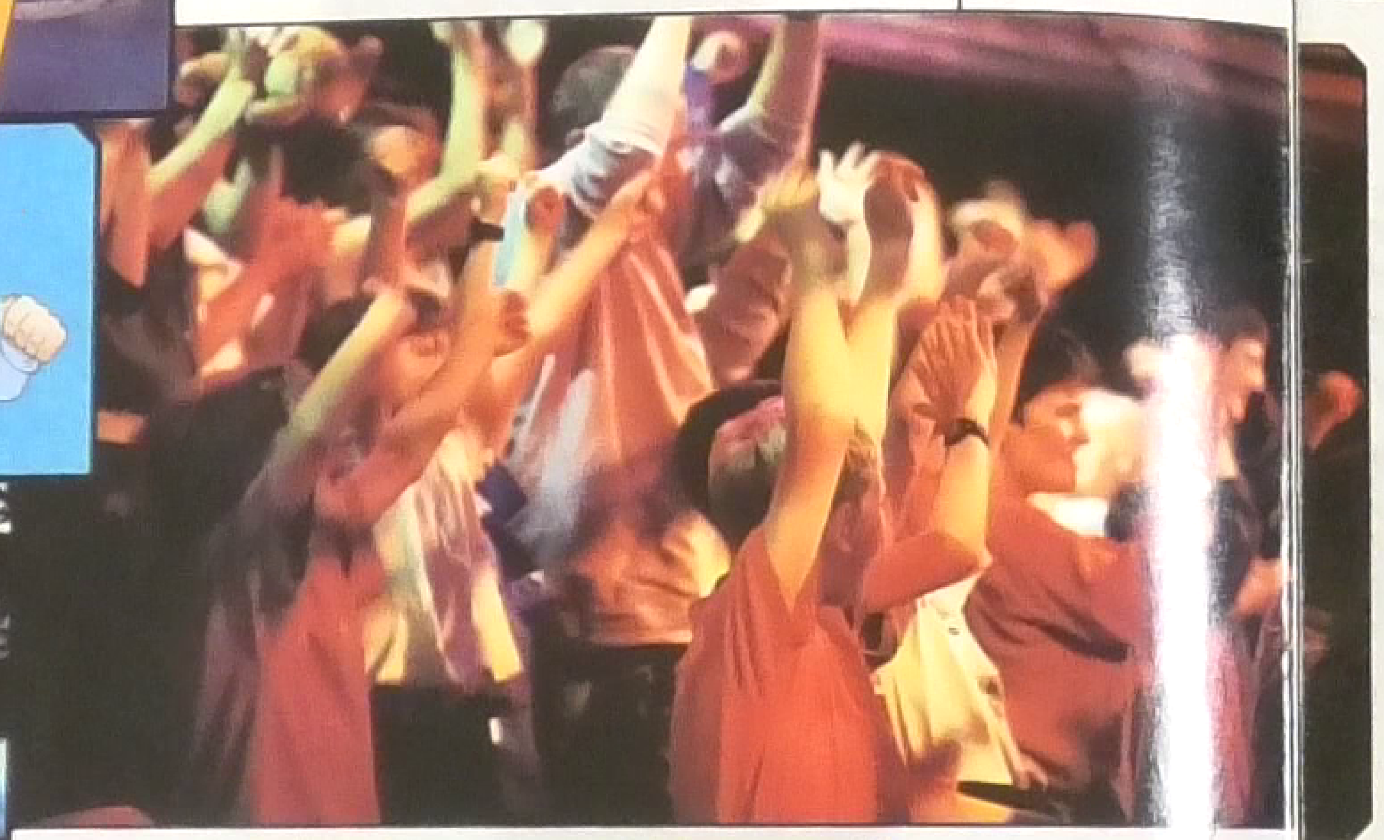
SIR K ON TOUR?

The king of all house robots himself could soon be appearing at a venue near you. The fearsome fella is due to be wheeled out to promote Robot Wars and give the public a chance to come face to face with the dark destroyer. Keep reading RWM to find out when Sir K is down your way. But before that, he's jetting to the famous Cannes TV fair as an official delegate!



ROBOT CITY CENTRE

Imagine a whole town dedicated to Robot Wars. That's what might happen during the filming of the next series. The makers want to take over a whole studio complex, creating a sort of 'Roboland' with special exhibitions, entertainment and shops with the battles themselves taking place in the middle. But will you need a passport to get in?



GRIM TALES

As well as modifying their robot for Series IV, the Grim Reaper team are building a wedge-shaped companion robot in the same spooky style. The new bot packs a seriously powerful axe – so powerful that it can only be used twice per fight! Team member Simon Smith says it will "get rid of anything in front of it." Promises, promises.

BLAKE'S HEAVEN?

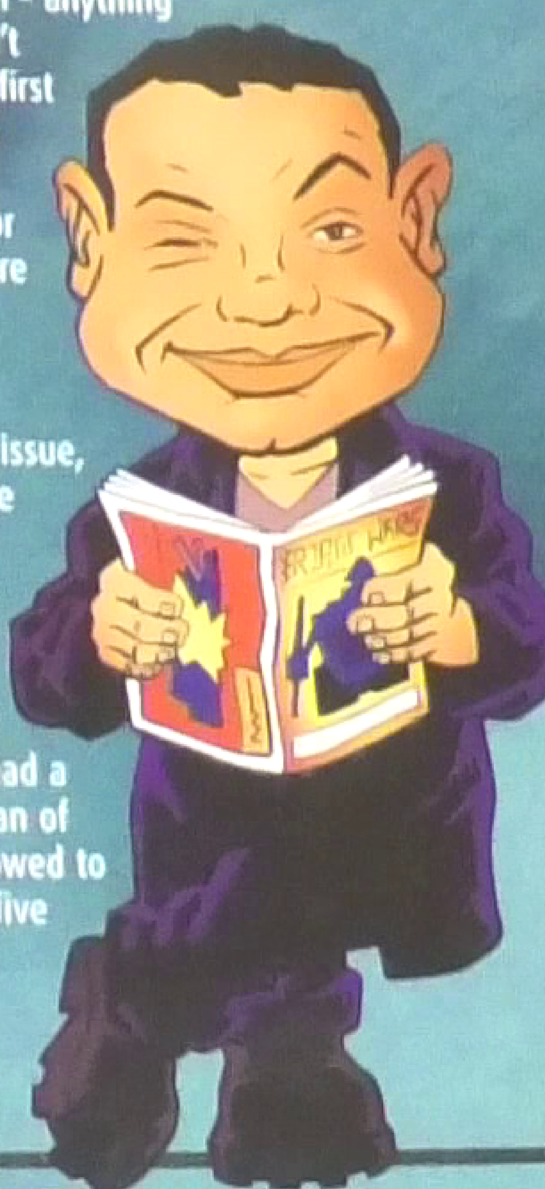
With rumours around that Philippa Forrester might not be in Series IV (she's having a baby), the question is: "Who could step into her boots?" The hot tips are Ulrika Jonsson and Sophie Blake from Techno Games, Blue Peter's Katie Hill, or even Gail Porter, who the Ed hopes gets the job so he can print lots of pics of her. A rumour from an very silly source said Jeremy Clarkson turned up at the RW studios in a wig and lipstick, trying to get his old job back.

READY TO RUMBLE?

Sad, bored, depressed? No wonder, since Series III has finished, but what a brilliant series it was. Now you'll need a way of keeping yourself busy until Series IV. That's what we're here for! To stop withdrawal symptoms, this issue includes the complete guide to Series III – anything that ain't on there, ain't worth knowing in the first place! You might have noticed there's also a load of free stickers for you to stick everywhere (even on your bot if you've got one).

We had a great response to the first issue, apart from some bloke called Hugh Manoid who said "It's the worst mag I've ever seen, how do I subscribe?" To celebrate, we all had a bag of crisps and a can of Irn Bru and were allowed to leave work a whole five minutes early. Woo-hoo!

THE EDITORS



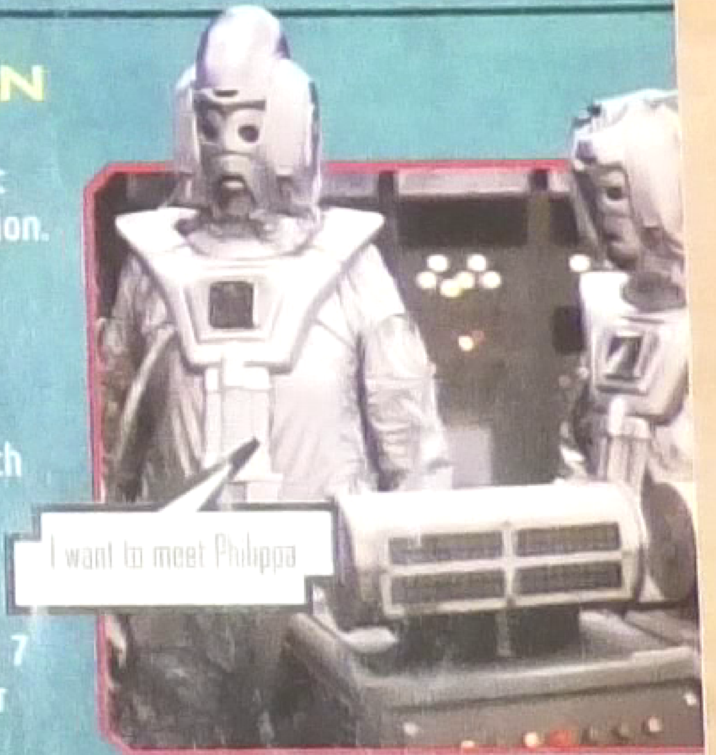
FANTASY FIGHT DALEK v CYBERMAN

CYBERMAN

STRENGTHS
Super strong synthetic limbs, shows no emotion. Hates anything non-Cyberman

WEAKNESSES
Kitchen foil suits not much use stopping lasers

TACTIC
Bake a potato at gas mark 7 for 30 mins and add butter



DALEK

STRENGTHS
Weapons include deadly toilet plunger. Hates anything non-Dalek.

WEAKNESSES
Extreme cold can destroy a Dalek, as can the sudden arrival of a dustbin collection lorry

TACTIC
'Exterminate' germs while cleaning loo basin

RESULT
With his Mortis-style control panel, Davros, evil leader of the Daleks, will look cool but drive his warriors straight into the pit!

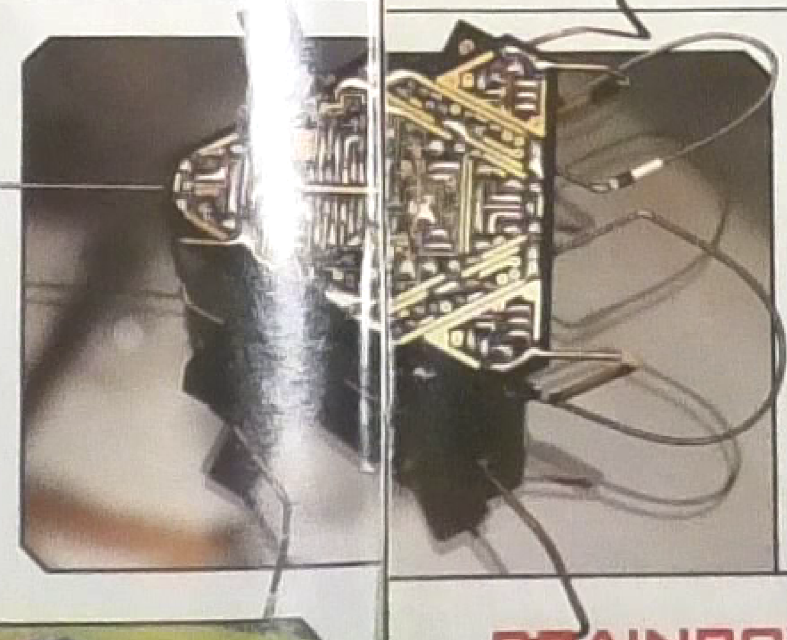
...and from around the world...

MELODY MAKER

RoBoser, a robot that can compose music, uses its audience to create the tunes. The tiniest movements and noises of the listeners are picked up by the metal maesto's hi-tech sensors, then turned into melodies and played back. It may not be to everyone's taste, but it can't be any worse than Westlife.

LAWN FREE

A new, fully automatic lawnmower called 'Robomow' has been developed by Friendly Machines. Press a button and off it goes, finding its way across your lawn with the aid of a thin metal wire laid around the outer edge. It means you won't have any more garden chores to 'mown' about.



COPPER COPTER

Helicopters are already used in search and rescue and law enforcement missions. But this chopper, developed by the Robotics Institute at Carnegie Mellon University in the US, will chase criminals without the help of a human pilot – making it ideal for dangerous assignments.

BRAINBOX

Robot quote of the month has to go to scientist Mark W Tilden on the TV show Robocritters, who said "One of the things I like to do during the long summer evenings, is sit down with a good bug and build a new brain." Well, at least it makes a change from playing cricket.

SAFETY WARNING!

DO NOT ATTEMPT TO BUILD OR OPERATE A ROBOT WITHOUT FIRST JOINING THE RW CLUB AND GETTING THEIR SAFETY GUIDELINES. SEE PAGE 12 FOR DETAILS OF HOW TO JOIN!

THE ORIGIN OF MATILDA PART ONE

ATLANTIS, 1000 BC. A CITY MORE ADVANCED THAN WE COULD EVER IMAGINE. A CITY SERVED BY ROBOTS AND POPULATED BY AN INTELLIGENT AND CIVILIZED PEOPLE...

THE JEWEL AT THE HEART OF THE CITY – THE ROYAL PALACE!

INSIDE THE ROYAL PALACE – THE CENTRAL COMPUTER GOVERNS THE CITY'S LIFE SUPPORT SYSTEMS, FROM HYDROPONICS TO SECURITY AND LAW ENFORCEMENT.

++ REBOOT PARAMETERS EXCEEDED +++ FATAL ERROR +++

SMASH!!!

BUT NOTHING STAYS PERFECT FOREVER. THE COMPUTER SYSTEM RUNNING ATLANTIS CRASHED, AND REPROGRAMMED ITSELF – WITH DEVASTATING CONSEQUENCES...

EVEN IN A PERFECT SOCIETY THERE ARE DANGERS. THE PALACE HAS TO BE PROTECTED. GUARD ROBOTS – ALWAYS WARY OF INTRUDERS.

*DESTROY HUMANS!

ALL ROBOTS WERE INSTANTLY REPROGRAMMED NOT TO DEFEND, BUT TO DESTROY. A 3000-YEAR ROBOT WAR BEGAN...

THE GLORIOUS CITY OF ATLANTIS...

AND READY TO DEAL WITH THEM!

ROBOTS KEEP ATLANTIS A SAFE PLACE FOR ALL.

BZZT BZZT FUZZLE

CRUMBLED INTO THE OCEAN!

1988, NINE KILOMETRES UNDER THE ATLANTIC OCEAN. NO HUMAN LIFE CAN SURVIVE AT THIS DEPTH...

...UNLESS THEY ARE PROTECTED BY AN ADVANCED *TARPA* SUBMARINE.

*TECHNICAL ADVANCED RESEARCH PROJECTS AGENCY

MATILDA

OR, MORE PRECISELY, ADAM MOLLOY – *TARPA'S* BRAVEST YOUNG SCIENTIST.

STILL NO TRACE, PROFESSOR WELLES.

THE SIGNALS WERE COMING FROM THAT AREA, ADAM. I'M SURE THERE WAS A ROBOT DOWN THERE.

IT SEEMS I WAS WRONG, ADAM. COME BACK UP NOW.

JUST A LITTLE FURTHER, PROFESSOR. I THINK I'M ON TO SOMETHING.

ADAM! ADAM? ...LOSING... CONTACT...

PROFESSOR? PROFESSOR! CAN YOU HEAR ME? I SEE SOMETHING – IT'S *AMAZING!*

CONTINUED ON PAGE 22

Illustration: John Ross Colour: Alan Craddock Script: Davey Moore

SCARS & STRIPES

meet sergeant bash – the front line house robot who spits fire and snips wire!

FLAMETHROWER
Improved after Series I to allow bigger, longer-lasting and more dangerous flames. Turns through 180° for widespread destruction.

TAIL DISC
Rarely seen since the first Wars, this provides a measure of rear defence but is difficult to move into position. Due for a major overhaul in the near future.

SPECIFICATIONS

NAME SERGEANT BASH	SPEED 13KM/H
WEIGHT 180KG	NAVIGATION SPECIAL FREQUENCY RADIO CONTROL
LENGTH 140CM	
WIDTH 75CM	METHOD OF ATTACK NIP BODYWORK WITH CUTTING JAWS/ FLAMETHROWER
HEIGHT 100CM (WITH FLAMETHROWER)	

STEEL SHELL
Will change to lighter fibreglass after Series III to allow Bash greater speed and mobility.

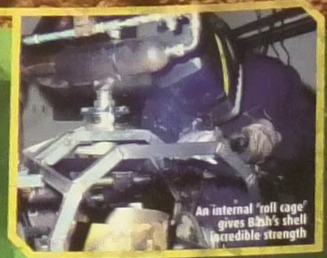
WHEEL GUARDS
Steel plates protect tyres from spikes.

WHEELS
Agricultural rotavator wheels with extra-deep military treads.

CUTTER
Replaced Bash's ramming spike in Series III. Due to be upgraded to even more serious jaws for Series IV.

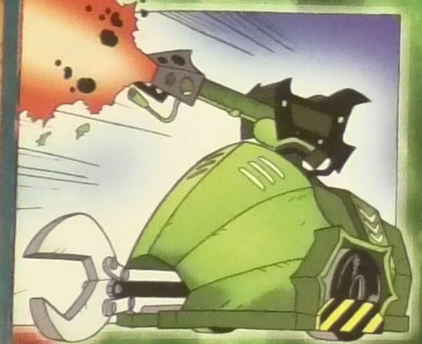
>who's behind SGT BASH?

CHRIS REYNOLDS, OPERATOR


An internal 'roll cage' gives Bash's shell incredible strength

>What's it like to drive Bash?
>It's the most dangerous robot – that's why I control it myself in the studio.

>Have you had any accidents?
>In Series II, he got flipped over and burst. We had to clear the studio. There weren't any flames but it was worrying!



>Which is Bash's best weapon?
> The cutter's really good. It's chopped off a few axes this year, and snipped a few other things. Next series there'll be bigger jaws, so you can get hold of a robot and give him a good nipping.

>Why did you replace Sgt Bash's spike?
>Because it was difficult to use to ram a robot at high speed. It was okay, though. The first time we tested it, it punched a hole through a filing cabinet!

>What sort of damage is the flamethrower capable of?
>It's lethal. You can easily keep away from a chainsaw, but a flamethrower's got a much bigger area of destruction. If you're caught within eight feet of it, you're gonna get burned!

>Has Bash ever got boshed?
>At the end of the Series III Bash was chasing after another robot and the front castor snapped off. The whole thing fell forward and broke the snippers, so they didn't work. It happened in the very last half hour of the series.

>Which real war do you think Bash could fight in?
>I think he'd be really good in a futuristic war somewhere in space. In about 200 years' time men won't fight each other – everything will be done by radio-controlled vehicles and maybe they'll be like the Sarge!

Micky Edwards (weapons controller) with Chris Reynolds

>BEST OF BASH

> In the classic clash between **Chaos 2** and **Big Cheese** (see RWM issue 1), the loser Big Cheese was held in the air on Killalot's spike, and Bash moved in to flamethrower the bot – a bit like melting a hunk of cheese on a toasting fork.

> During the pinball trials in Series III, Sgt Bash, Killalot and Dead Metal cornered **Oblivion**. Bash took his chance to scorch the contestant robot, but went mad and accidentally set fire to Killalot, who had be put out with a fire extinguisher!

> In Series III, contestant robot **Griffon**, its lifter looking broken, limped into Bash's CPZ. Bash went forward with his pincers at the ready, only for Griffon to suddenly come back to life, get underneath him and lift him up against the arena wall. Luckily Dead Metal came to the rescue and finished Griffon off.

Flame on!

WIN!>> A BIT OF BASH

>We've got a chunk of Bash's original steel-plated armour before it was replaced with a lighter fibreglass shell. If you'd like to grab this piece of RW history, signed by Chris Reynolds himself, send us a picture of how you think Bash will look with his new jaws and any other improvements you can think of. Best one wins.

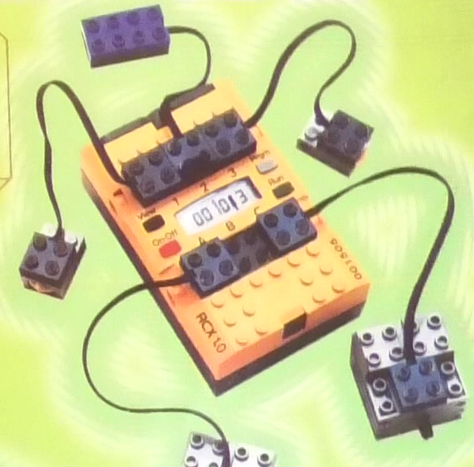
Send your pictures to the address on page 26, marked 'Bash', by 26 May 2000.

WIN! LEGO ROBOTIC SYSTEMS!

Fancy yourself as a roboteer? Then you'll want to get your hands on a LEGO MINDSTORMS ROBOTICS INVENTION SYSTEM. The kit allows you not only to build your own robot, but to control it through your PC, thanks to a super-smart computer 'brick'.

If you're just beginning as a roboteer, there's no better start than the MINDSTORMS DROID DEVELOPER KIT. You can build a Lego R2-D2, or a droid to your own design, controlled by a microcomputer with seven different built-in programs.

Lego has also developed the super-sophisticated ROBORIDERS – half-human bike-bots unlike anything you've seen before. There are six different models, each with its own special weapon.



RWM has teamed up with Lego to give away a LEGO MINDSTORMS ROBOTICS INVENTION KIT (worth around £90 in the shops) to one lucky winner. Three runners-up will win a LEGO MINDSTORMS DROID DEVELOPERS KIT, and 50 more runners-up will win a LEGO TECHNIC ROBORIDER*.

For your chance to win, simply answer the following question:

*winners will receive one of the six Roborider designs

WHAT IS THE NAME OF R2-D2'S ROBOT BUDDY IN THE STAR WARS FILMS?

Send your answer on a postcard (to arrive no later than 26th May 2000) to:

ROBOT WARS MAGAZINE COMPETITIONS, PO BOX 114, LEATHERHEAD, SURREY KT22 9DG

Robot Wars Magazine Competition Rules.
Robot Wars Magazine Competitions, PO Box 114, Leatherhead, Surrey KT22 9DG. RWM competitions are open to residents of the UK, Eire and the Channel Islands, except employees of the BBC, RWM printers, Robot Wars programme makers and anyone else connected with the competitions and their families. Winners will be the first correct entries drawn after the closing date. No purchase necessary. No responsibility can be accepted for entries lost or damaged in the post. Prizes are subject to availability. If, in circumstances beyond our control, the prize offered is unavailable, an alternative and equivalent prize will be sought. All entrants are bound by the rules. RWM will not enter into any correspondence. All winners will be notified accordingly and their names and addresses will be available on request.

SPIN DOCTORS

>Did you have any idea what Hypno-Disc would do to the other robots?
DAVE It turned out a lot fiercer than we expected. We had a feeling it would do some serious damage in terms of ripping wheels...
KEN It still does damage when it's going slow, and of course it makes a scary howling noise, like a war cry!
DEREK A lot of robots have the armour on top and not on the side, so that's something we take advantage of with our weapon.

>How did you originally get the idea?
MATTHEW I made it out of Lego. It had teeth!

>Who came up with the name?
DAVE We thought of the usual Robot Wars-type names like 'Mega-Manglertron'. Then we thought, "Hang on, we've got a big disc with a spiral on it – that looks a bit hypnotic."

>What was the thinking behind the weapon?
DEREK Really, it's like a rotating axe. It's the killer design we were going for. We wanted a weapon that was going to do maximum damage – that's what people want to see.

>How did you go about testing it?
DAVE Testing could be quite dangerous. It's got power but it's not easy to control. If it's in the arena it can go berserk and it's not a problem. The first test was out in the road with a section of aluminium. Everybody stood back – a few net curtains were twitching. We hit the metal and it flew straight off towards the porch!
DEREK With Hypno-Disc I reckon we have 50 percent control. The rest of the time it's doing its own thing. Very dangerous!

>There's a rumour that there's going to be a Hypno-Disc-like weapon on a house robot for the next wars. What do you think of that?
DAVE If anybody uses our ideas, that's a compliment. I've had lots of e-mails saying "Love the idea, how can I do it? We want to do the same."

"We wanted to do maximum DAMAGE"

>What was your first fight like?
DEREK The first battle was with Robogeddon. They pushed us down the bottom end, and then it got stuck in reverse, went all the way back into the arena and stood there getting torched by the flamethrowers. However, just as Dead Metal came across to get us, we got control back.

>After that first battle did you get a different reaction from people?
DEREK Yes, there was a big crowd around us!

>Which would go down as your favourite battle? The one when you trashed Stealth?
DAVE No, I would say Steg-O-Saw-Us in the semi-finals. It was really well put together and tested us to our limit. That was a tough robot.

>101 was quite slippery, too, wasn't it?
DAVE In the battle against 101 we lost the drive to the disc. We lost it against Berserk as well. It was a very hard battle against 101, and with our weapon not working, it turned into a bit of a shoving match.

DAVE ROSE 33 (TEAM CAPTAIN/ENGINEER)
DEREK ROSE 33 (DAVE'S TWIN/ENGINEER)
KEN ROSE 69 (THEIR DAD/CONTROLS)
MATTHEW ROSE 4 (DAVE'S SON/NOT PICTURED)

rwm editor mike collier discovers that where hypno-disc is concerned, what goes around, comes around!

THE WHIRL IS NOT ENOUGH

From Lego model...

...to prototype...

...to final design!

Four-year-old Matthew Rose must be the youngest designer ever to see his creation compete on Robot Wars. His now-famous drawing (and Lego model!) was the first step towards creating Hypno-Disc. "When Derek and I decided to enter we thought about the usual saws, axes and stabbers," explains Dave. "But we wanted a unique weapon. Flywheels [wheels that store energy by rotating at high speed] came to mind. Then I remembered how similar Matthew's drawing was – his picture must have been at the back of my mind all the time!"

>When you lost in the final, was it disappointing?
DAVE That battle with Steg-O-Saw-Us put a lot of stress on us. That was a really tough battle. We only had an hour to repair the damage. We didn't have time to do a proper repair – we just bodged it together. We knew we were going to have trouble. After about 20 seconds the gears gave up. It was dead in the water and that's when Chaos 2 turned us over.

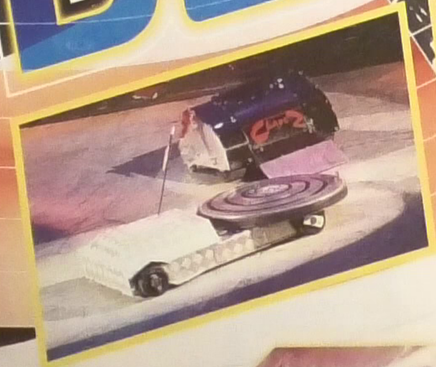
>Do you think if Hypno-Disc had been working properly, you could have won the series?
DEREK I think if we'd kept on going our weapons wouldn't have done any further damage anyway, to be honest with you.

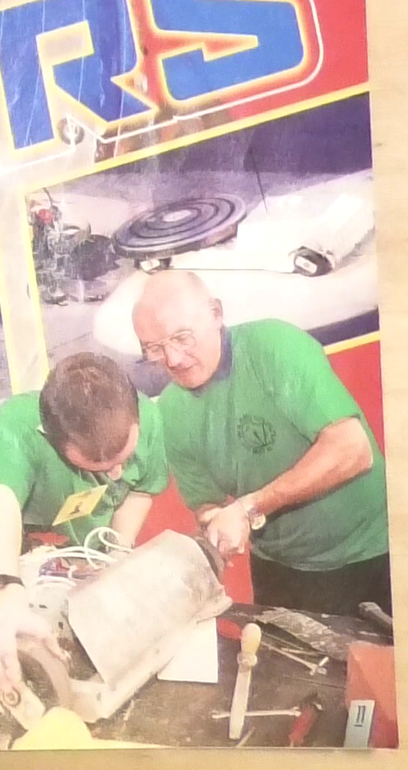
"It's going to be a KILLALOT KILLER"

>What do you have planned for Series IV?
DEREK We might repair it and make some modifications. We've also got a new design that will be keeping the same weapon – let's just say it's a walker.

>Is there another robot you'd love to take on?
ALL MORTIS!

>Looking for revenge in the next Wars?
DAVE Dead Metal did some serious damage to us. And Sergeant Bash did a cowardly crush on our back end – we're going to do the same to him! They'll be scrap metal by the time we've finished with them. Make sure you've got two spare house robots ready to go, BBC!
KEN ...and lots of plastic bags.
DEREK ...and our next creation – it'll be a Killalot killer!





ROBOT WARS CLUB

LONDON W1P OLD TEL 0207 323 9435

CLUB NEWS

Anthony Pritchard from the Behemoth team is the new editor of the club newsletter. If you've got any club news you want him to know about, e-mail him at **rwnews@mentorn.co.uk**.

After lots of requests from members, the club has announced it will soon be releasing details of how to apply for tickets to the next wars, so don't panic!

TOTAL CHAOS LEAGUE TABLE

From the number of entries we've had, some of you must have spent HOURS playing the Total Chaos game on your free CD-Rom. Here's the latest list of quickest times:

NAME	TIME
Richard Hercock	3:00
James Hickford	3:01
James Leonard & Andrew Seaman	3:01
Peter Caulfield	3:02
Gemma & Matthew Sapsed	3:02
Phil Brookes	3:03
Stuart Cruickshank	3:04
Sam Bambridge	3:04
James Martin	3:04
David Gatehouse	3:05

THE LUCKY NUMBERS

If one of the member numbers below is yours, contact the club on [illegible] to claim a free RW goody bag!

008875	025773	022223	022234	002948
027400	000380	010338	024012	020944
025180	008007	008107	026530	011172
028510	002927	008307	009013	019808

JOIN US!

Become a member of the official Robot Wars club. For £12.95 per year you'll get:

- CLUB NEWSLETTER
- METALLIC RW BADGE
- MEMBERSHIP CARD
- US ROBOT WARS VIDEO
- DISCOUNTS ON RW MERCHANDISE

Fill out the form below and send it to the club address on the right:

CAPTION COMPETITION

What do you think Philippa's saying in this picture? Scribble your caption down and send it to the Robot Wars Club address below. Best one wins a baseball cap and record bag!

For club enquiries, please do not contact Robot Wars Magazine. Write directly to:

ROBOT WARS CLUB, LONDON W1P OLD

0207 323 9435

I want to join the Robot wars Club ☐ I am interested in building a robot ☐
I enclose a cheque/postal order for £12.95 made payable to Robot Wars.
Or pay by credit card (Visa or MasterCard) Please indicate your chosen method of payment: Cheque/Postal Order ☐ Credit Card ☐

Name (Mr/Mrs/Ms and initials) .....

Address .....

Postcode ..... Daytime phone number .....

Card number .....

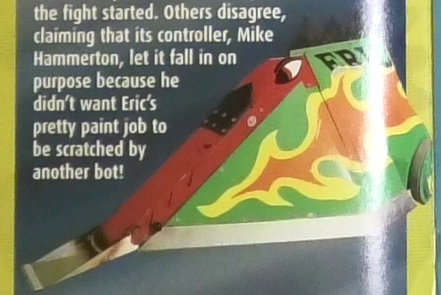
Valid from ..... Expiry date .....

Signature ..... Date .....

a of z CONTESTANT ROBOTS

d is for DIOTOIR The Irish robot that looked a bit like a big furry cushion. Diotoir's roboteers wore their special spotted uniform, but Diotoir's clothes didn't always look that great – they were often set on fire and shredded by the other robots!

e is for ERIC This fine-looking robot first appeared in Series III, but if you blinked you would have missed it. Roboteer Ian Nicholson says they weren't able to show off its powerful lift because it was accidentally steered into the pit as soon as the fight started. Others disagree, claiming that its controller, Mike Hammerton, let it fall in on purpose because he didn't want Eric's pretty paint job to be scratched by another bot!



f is for FLIPPING In Series III, George Francis and his team proved that flipping was the name of the game with his unstoppable robot, Chaos 2, upturning robots left, right and centre on its way to triumph. Chaos 2's flipper also doubled-up as a Srimech, which means only one thing – that you can't flip a flipper!

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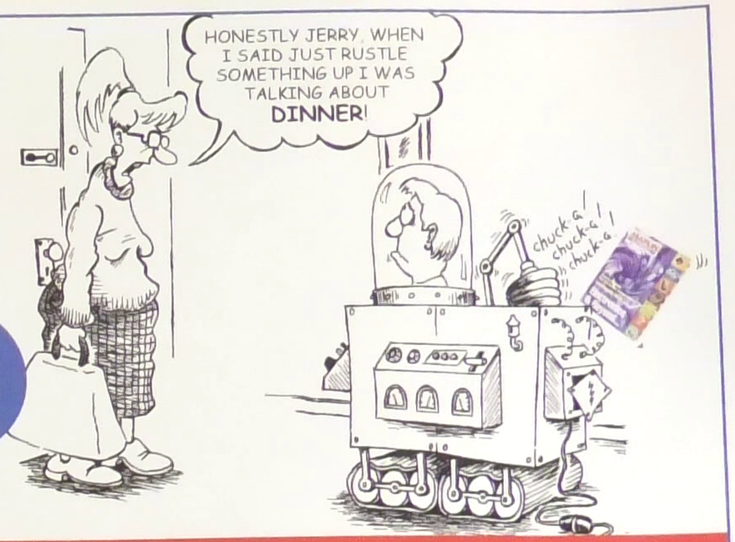

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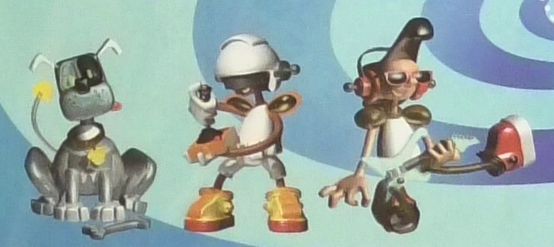

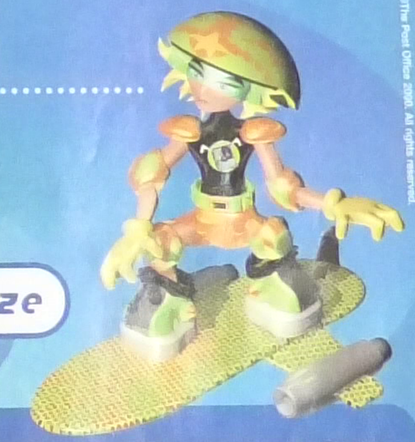

To meet Lucy Skyboarder and her gang and to find out how you could win some fab prizes visit our website.

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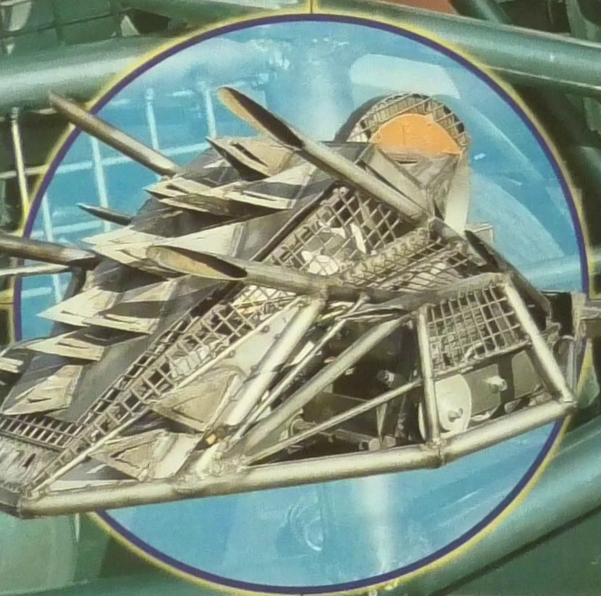
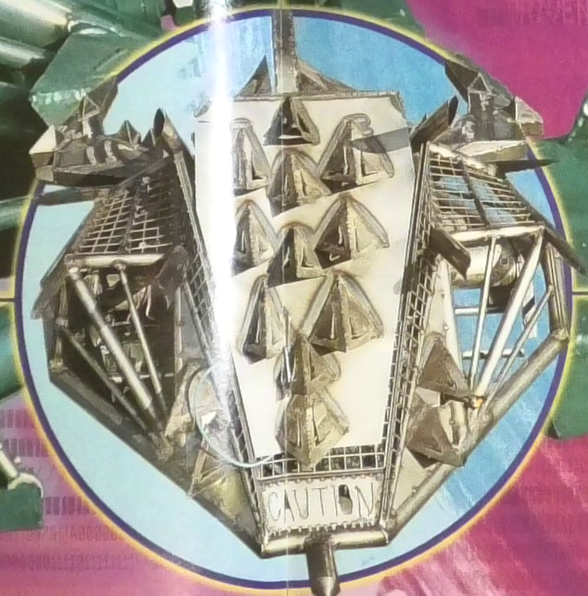
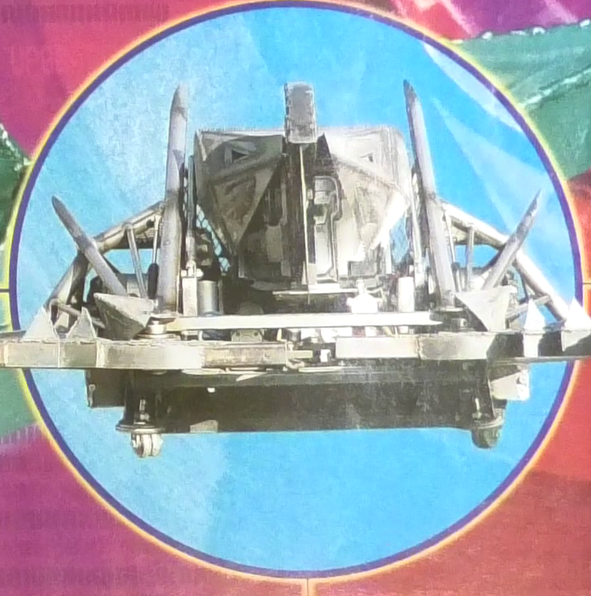
DEAD METAL

WEIGHT ▮▮ 112KG
LENGTH ▮▮ 160CM
WIDTH ▮▮ 100CM
HEIGHT ▮▮ 70CM
SPEED ▮▮ 18KPH
POWER ▮▮ BATTERY
POWER ENGINE WITH

WEAPONRY ▮▮
PNEUMATICALLY
DRIVEN PINCERS AND
AN ADJUSTABLE
CIRCULAR SAW REVVING
AT OVER 3000 RPM
SPECIALITY







it's kill or be killed for the series II winner up against a merciless opponent

PANIC STATIONS!

X-TERMINATOR

SPECS

Weight	80 kg
Dimensions	0.94 x 1.00 x 0.62 m
Clearance	0.15 m
Power	2 x car motors
Weapons	Pneumatic spike
Origin	Hereford
Notes	Took five months to build
Team	Marlen Pritchard Reid – Captain Paul Lewis

Opinion With a top speed of up to 20 mph, and a strong main weapon, it's in with a good chance

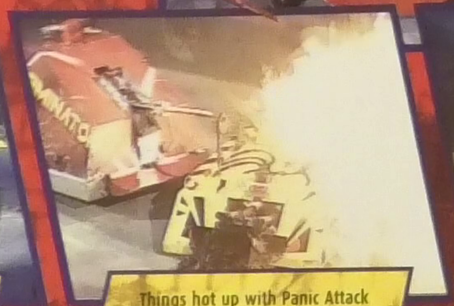
PANIC ATTACK

SPECS

Weight	81.6 kg
Dimensions	0.38 x 1.52 x 0.71 m
Clearance	0.2 m
Power	2 x electric motors
Weapons	Lifting spikes
Origin	Gwent
Notes	Reigning champ
Team	Kim Davis – Captain Michael Davis

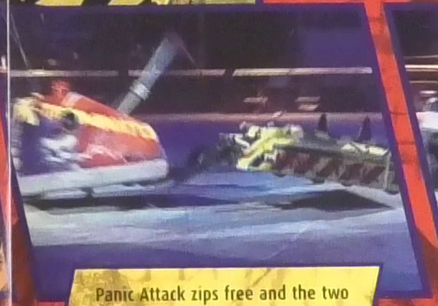
Opinion Upgraded since Series II triumph with much more powerful lifters and an experienced driver

X-Terminator doesn't waste a moment in trying to pierce and pulverise Panic Attack with its spike

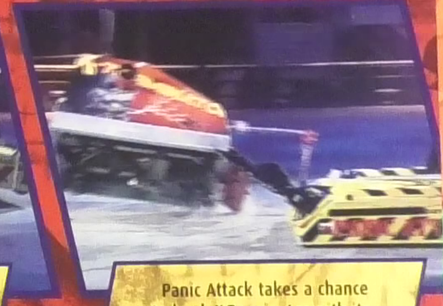


Things hot up with Panic Attack running scared around the arena, chased by the super fast X-Terminator

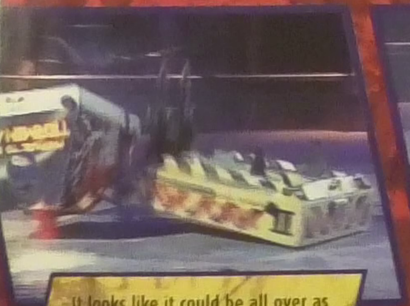
Panic Attack tries to escape, but is cornered in the dreaded CPZ by Sgt Bash and its tricky opponent



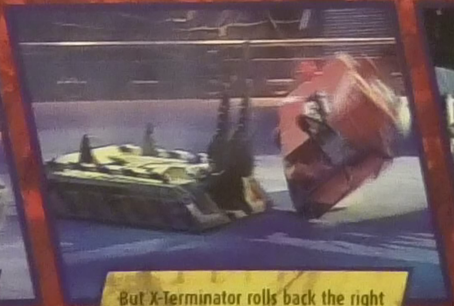
Panic Attack zips free and the two robots circle the arena until a head-on collision sends them both into the air



Panic Attack takes a chance to hook X-Terminator with its lifting spikes and tips it over



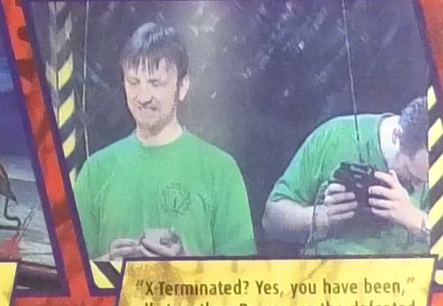
It looks like it could be all over as Panic Attack manages to roll the aggresive foe onto its back



But X-Terminator rolls back the right way up, and the fight is back on as Panic Attack moves in for the kill

Panic Attack gets X-Terminator against the arena wall, but both robots are in trouble as Sir Killalot closes in

Yet again Panic Attack gets free, leaving X-Terminator alone to face the might of the house robots



"X-Terminated? Yes, you have been," yells Jonathan Pearce, as the defeated roboteers accept their fate

This classic clash was taken from the finals of **Robot Wars Programme 11 – Heat K**, broadcast 18/02/00

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THE HEATS

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- Orange Text = won 0 battles
- Red Text = won 1 battle
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HEAT A

BRIM-HUR, STINGER, RED DRAGON, TORKLIFT'S REVENGE, WEEHWAKO, RAZER, BLADE, SUICIDAL TENDENCIES, MACE 2

MACE 2 WINS

RW revealed its exciting new fight-heavy format and got off to a cracking start with victory for the solid and efficient Mace 2

HEAT B

ABADDON, SUMP THING, ROBOCOW, I, SHARKATTACK, GENERAL CARNAGE, TECHNOPHOBIC, LEVIATHAN, PITBULL

PITBULL WINS

By Heat B, it was clear that this series would feature a wider variety of robots and weapons than ever before

HEAT C

MAX DAMAGE, SPIKE, BINKY, BACKSTABBER, AGENT ORANGE, RAZER, ASTEROID, BLADE

BLADE WINS

While the much-fancied Razer disappointed yet again, Blade took advantage to sneak into the series semi-finals

HEAT D

SHELL SHOCK, GRIM REAPER, MILLY ANN BUG, FLIPPER, SIR CHROMALOT, BUMBLEBOT, DITTOR, BIG BROTHER

BIG BROTHER WINS

Sir Chromalot arrived as the bad boys of Series III and won a controversial judges' decision, but it was Big Brother who made it through

HEAT E

MISS TIE, SHRAPNEL, CROCODILOTRON, HAMMERTRON, ANORAXOPHOBIA, SONIC, BIG CHEESE, CHAOS 2

CHAOS 2 WINS

This heat was truly outstanding – full of classic battles and amazing high-speed action thanks to Big Cheese and Chaos 2

HEAT F

MING, MANIC MUTANT, SGT MEIKLE, VECTOR, MORTIS III, DARK DESTROYER, GRAVEDIGGER

GRAVEDIGGER WINS

Gravedigger produced one of the biggest upsets in Robot Wars' history by dumping megabucks Mortis into the pit

HEAT G

HATER KILLER, BULLDOG BREED, DRAC'S REVENGE, HAARDVARK, HENRY, ROBOPIG, VIRATOR, STEG-O-SAW-US

STEG-O-SAW-US WINS

A closely-fought heat full of evenly-matched robots. Steg-O-Saw-Us proved the value of a simple, strong design and good driving

HEAT H

CORPORAL PUNISHMENT, TUT'S REVENGE, DEATH WARMED UP, ROBOGEDDON, THE CAIOR STEALTH, DISTRICT, HYPNO-DISC

HYPNO-DISC WINS

From the first time it appeared, it was obvious that Hypno-Disc took RW to a new level of destruction

HEAT I

ARMOUR GEDDON, CRUSHER, VERCINGETORIX, THE WITCH, [illegible], [illegible], BEAST OF BODMIN

BEAST OF BODMIN WINS

Vercingetorix fancied their chances but it was the experience of the Cornish crew operating Beast Of Bodmin that told in the end

HEAT J

QUEBRIL, EXCALIBUR, ERIC, THE IRON MAN, [illegible], [illegible], 101

101 WINS

101 taught us an important lesson – that you don't have to spend thousands of pounds to build a very competitive robot

HEAT K

AXIOS, PURPLE PREDATOR, BETI, MR PUNCH, [illegible], [illegible], TERMINATOR, PANIC ATTACK

PANIC ATTACK WINS

Thousands of fans celebrated when the Welsh wizards of Panic Attack showed again just why it was the reigning champion

HEAT L

UNDERTAKER, ATLAS, TITTERDROP, WIDOW WILLY, [illegible], [illegible], CANZER, EVIL WEEVIL

EVIL WEEVIL WINS

Evil Weevil's victory kept them very busy in the pits – they were also among the leading competitors in the football trials

HEAT M

HAMMERHEAD, DUNDEE, PLUNDERSTORM, ZEUS, CASSIUS Z, THERMADOR, PUSSY CAT, SCUTTER'S REVENGE

SCUTTER'S REVENGE WINS

Every time you thought it was over, this heat sprang another surprise. The Plunderstormers rapped well but didn't move, Cassius Z was defeated and Pussy Cat was disqualified!

HEAT N

PREZOPHIA, CRIPPLER, DUSTY THUNDER, KILLERHURTZ, [illegible], CERBERUS, THING 2

THING 2 WINS

Many people thought Cerberus was the best-looking robot in the series, but the brilliant moves and speed of Thing 2 saw it off

HEAT O

SCHUMEY TOO, STING II, CHASHA CHASHA, [illegible], [illegible], [illegible], DIOTOIR, FIRESTORM

FIRESTORM WINS

Diotoir provided spectacular (but suicidal) action by going up in flames every time it fought! Firestorm qualified

HEAT P

SCARAB, TWIN-TURN, SMIDGY, PSYCHOKILLER, [illegible], [illegible], TRIDENT

TRIDENT WINS

Despite immobilising Dreadnought in the heat final, Trident took a massive bashing from the 'naughty' house robots

THE FINALS

EVERY ROBOT THAT MADE IT THIS FAR WAS A WINNER, BUT WHO WOULD WALK OFF WITH THE ULTIMATE PRIZE

SEMI FINAL

ROUND 1

Firestorm beat Pitbull
Panic Attack beat Thing II
Mace 2 beat Big Brother
Chaos 2 beat Trident

ROUND 2

Firestorm beat Panic Attack
Chaos 2 beat Mace 2

SEMI FINAL 2

ROUND 1

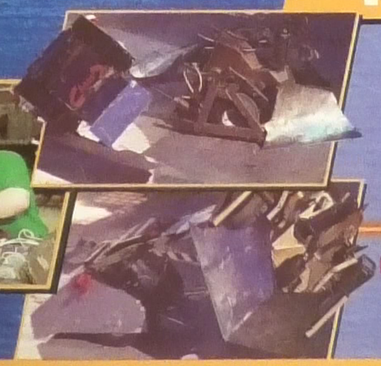
101 beat Soutter's Revenge
Hypno-Disc beat Evil Weevil
Beast of Boomin beat Blade
Steg-O-Saw-Us beat Gravedigger

ROUND 2

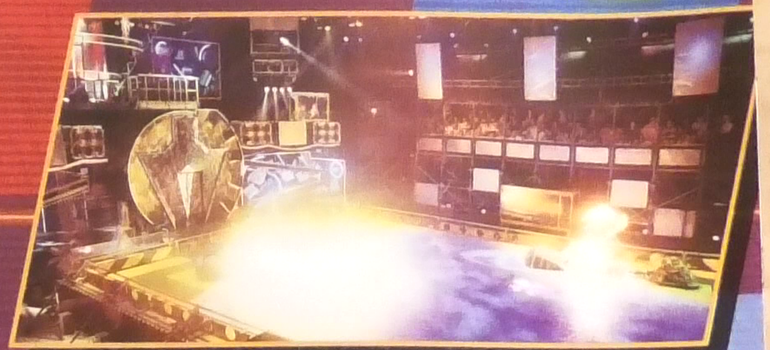
Hypno-Disc beat 101
Steg-O-Saw-Us beat Beast of Boomin

THE GRAND FINAL

Chaos 2 beat Firestorm
Hypno-Disc beat Steg-O-Saw-Us



CHAOS 2 BEAT HYPNO-DISC



THE TRIALS

ROBOT WARS EXPLORED NEW GROUND IN SERIES III WITH A WIDE VARIETY OF EXPERIMENTAL CHALLENGES FOR ROBOTS OF ALL SHAPES AND SIZES

PINBALL TRIALS

ROBOT	SCORE
Razer	210
Dominator	160
Six Pac	135
Crusader	90
Eye Of Newt	90
Inquisitor	70
Oblivion 2	70
Killerhurtz	60
Mortis	60
ROCS 2	35

FOOTBALL TRIALS

Gnasher beat Malfunktion
Velocirippa beat Demolition Demon 2
Evil Weevil beat The Alien
The General beat Spectre
EVIL WEEVIL WAS THE OVERALL WINNER

MIDDLEWEIGHT MELÉE

Tentoumushi, Hard Cheese, Grinder, A-Kill, Ripper's Revenge
TENTOUMUSHI & A-KILL WERE JOINT WINNERS

WALKER BATTLES

MISS STRUTS BEAT STOMP
MAMMOTH DREW WITH ARACHNID

THE AWARDS

WHO ENDED UP WINNING WHAT?

SERIES GRAND CHAMPION
CHAOS 2

MOST ORIGINAL ENTRY
HYPNO-DISC

BEST ENGINEERED ROBOT
CHAOS 2

SPORTSMANSHIP AWARD
DIOTOIR

THE ORIGIN OF MATILDA

PART TWO

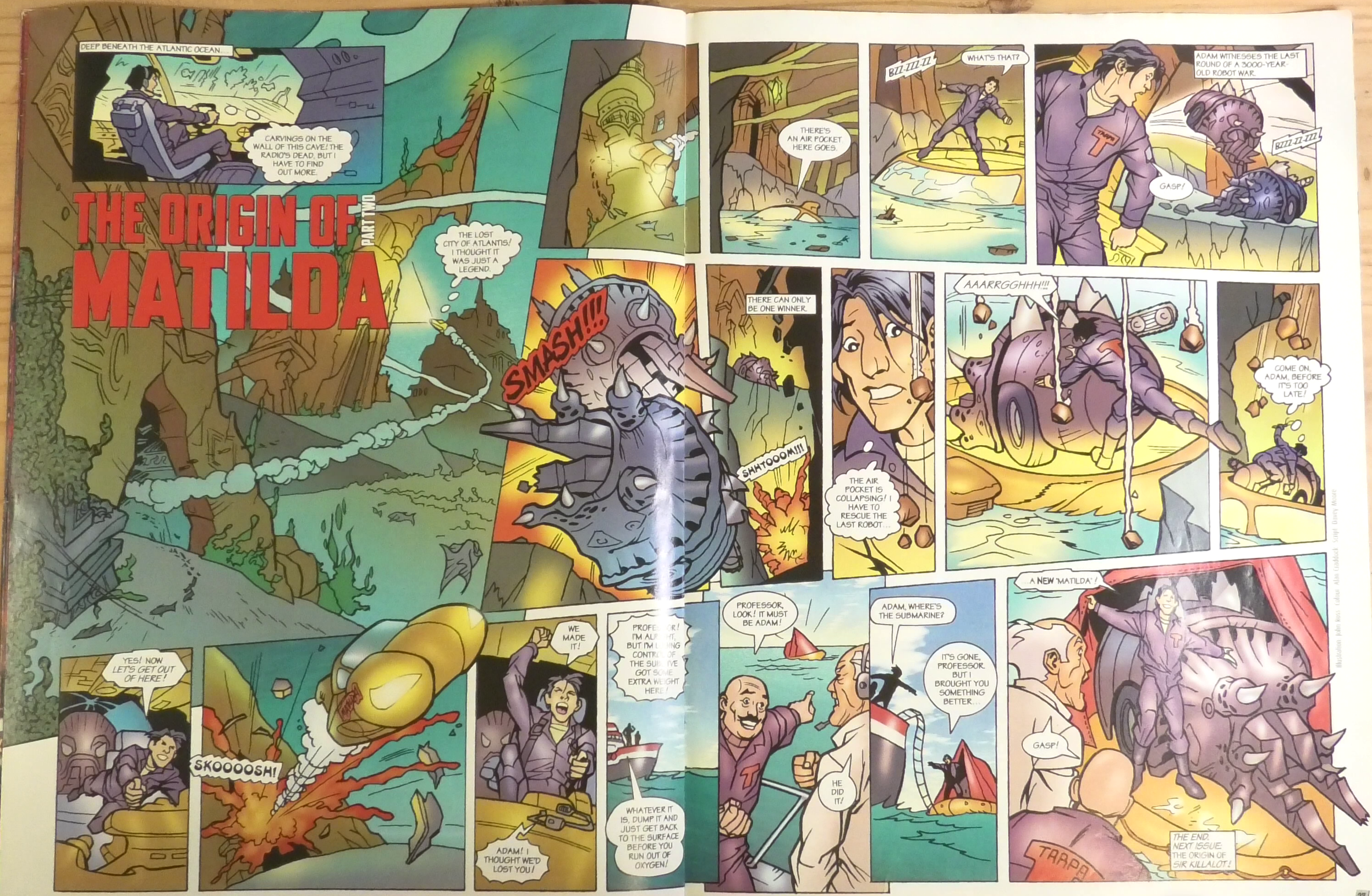
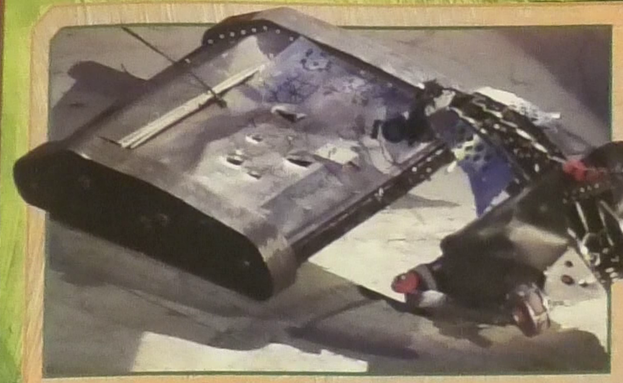


Illustration: John Ross · Colour: Alan Craddock · Script: Dorry Mouse

team razer's captain vinny blood talks us through his world cup campaign

THE RISE OF RAZER



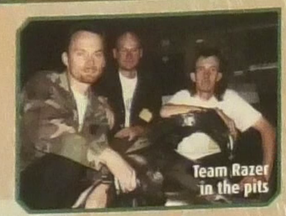
Filming the First World Championships started the day after the final of UK Series III. We'd had a terrible time in that competition, going out with mechanical failure for the second year. The fault had been sorted and we were really hoping we could show all our fans the true power of our robot. But we were up against top machines such as Mortis, Chaos 2, Behemoth, Killerhurtz and Panic Attack.

FIGHT 1

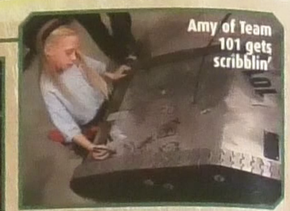
Our first fight saw us taking on **All Torque** representing Scotland. They had a flat, square robot relying on pushing power and we knew we could get a good grip on them. We ended up giving them a fair chewing but were surprised how tough their armour was. We had to laugh when we found out why our crushing arm had such trouble piercing All Torque – they had put no less than seven layers of armour on their machine to stop us hitting their electronics!

FIGHT 2

Our next fight was against **Chaos 2**. We'd only just arrived at the studio when we were told "You're on!" Gulp! Both robots are of a similar size and agility, both have Srimechs and good drivers. At one point we went over Chaos 2 but George Francis was a second too late to flip us.



Team Razer in the pits



Amy of Team 101 gets scribblin'

So we got behind them and shoved them into the side of the arena. Chaos 2 has a tough panel on the back but Razer's crushing arm went through it like butter! A huge gush of gas poured out and we knew we had just disabled their awesome flipper! After that Chaos 2 flew across the arena straight into the pit!

BACK IN THE PITS

All of a sudden, we were in the semi-finals against **101**. We'd been in the studio all week with the other roboteers. This can be tricky when you fight someone you've become friends with. This was the case with 101. Mike Franklin and his daughter Amy had been on the show next to us for three days.

When we found out we were going to be fighting each other, he told us that if we damaged his motors he wouldn't be able to take part in the next wars, so we agreed to only crush areas he marked out with a felt pen! Little Amy even wrote "Don't hurt me, Razer" on 101's body!

FIGHT 3

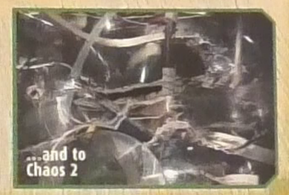
Mike was a true sportsman – he never backed off and we pierced him a good 10 times during the battle. One thing that confused us was that 101 kept sticking on the end of our arm. When "CEASE!" was called we knew we had won but were surprised 101 was still going. It was only when Mike took the bodyshell off we found out why – he'd packed it with wood to stop our weapon!

INTO THE FUTURE

So we were in the final! I won't say what the result was, but it's one of the closest fights ever. The important thing is we'd shown what Razer can do!

Find out how Razer got on in the final by watching Robot Wars – The First World Championships from Universal Pictures Video priced £12.99. It's in all decent shops and it's full of fantastic fights!

Some of the damage caused to 101...



...and to Chaos 2

BRAIN SCAN

NAME PAUL KIRRAGE

DATE OF BIRTH 08 / 07 / 55 **OCCUPATION** TV Director

EDUCATION/EMPLOYMENT Sutton Valance school, Kent
Stagehand, London Palladium Trainee cameraman, Thames Television

DID YOU WATCH RW BEFORE YOU GOT THE JOB? [D JOHNSON, BATH]

I'd already seen the show as a casual viewer. When I was asked if I was interested in directing it I was sent some tapes – I phoned the office the next day and asked "Can you send me the next one?" I found myself getting into it. It's edge-of-the-seat stuff!

IS BEING A DIRECTOR DIFFICULT? [T BURBRIDGE, CHESTER]

The biggest problem as director is to make sure that we have a good TV show, but also make it safe. I can't get the cameras as close to the robots as I'd like.

DO THE CAMERAS GET DAMAGED? [R BRIGHT, LEEDS]

They can be damaged by a piece of flying shrapnel, so they have heavy protective cases that go round them. The best I can describe them is like travelling perspex bubbles. The men that push them up and down were very fit by the end of the series!

WHAT DO YOU THINK OF THE CONTESTANTS? [P RICHARD, LONDON]

The number of hours that they put in, the dedication and enthusiasm, is just amazing – I'm knocked out by it. The other thing that comes across is the rivalry, because it's a really nice rivalry. You go into the pits area, and everyone's helping each other out, and then you go into the arena and everyone's deadly serious. It's absolutely gripping.

HOW WAS ROBOT WARS DIFFERENT FROM DIRECTING FORT BOYARD? [J HARRIS, PLYMOUTH]

Robot Wars is totally different, it's unlike anything else on television. I think one of its strengths is that it is unpredictable.

HOW WAS SERIES III DIFFERENT FROM THE FIRST TWO? [J WALKER, NEWCASTLE]

It's much more like a sports event now. We can do replays as we've got cameras in more angles. On the main arena, there are nine cameras, including mini-cameras, plus the robot-cams which give a line of sight that you can't get any other way.

DO YOU HAVE A FAVOURITE ROBOT? [C BENJAMIN, TORQUAY]

I wouldn't like to say. It might get an unfair number of shots!

NEXT MONTH: Bill Hobbins, Series Producer. Do YOU have a question for him? Send your questions to Brain Scan, Robot Wars Magazine, Room A1130, BBC Worldwide, 80 Wood Lane, London W12 0TT or e-mail us at rwm@bbc.co.uk

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LET'S TALK WARS!

MAILSHOT

Every letter we print receives a Robot Inventor's Handbook (worth £12.99) from Design Eye Publishing. Complete with templates, nuts and bolts, you'll be beating Sir Killalot in no time at all!

>> from Guy Palmer
I want to be in Robot Wars, but can't afford to build a robot of my own. Is there any way of joining a team in Series IV?
> A lot of you have written in asking this. Watch this space for an AMAZING competition next month that might just sort you out...

>> from Gareth Ainston
I wanted to know if you must be a member of the Robot Wars club to participate in the Wars, and is it true you have to pass an audition?
> Right on both counts. Check out page 12 to see how you can join up.

>> from Leo
I want to know if The First World Championship video is the same as The First Great Wars because I already have it. Is it the same one or not?
> No, Leo. The First World Championship video is completely new and has bots like Chaos 2, and Razer. It won't be on TV until next year at the earliest. Can you wait that long?

>> from "Reaper"
I want to see grudge matches of Mortis v Razer and Cassius II v Beast Of Bodmin. They should put them in the next series.
> The show's makers are currently discussing classic grudge matches for Series IV featuring some of our old faves. Your wish might just come true!

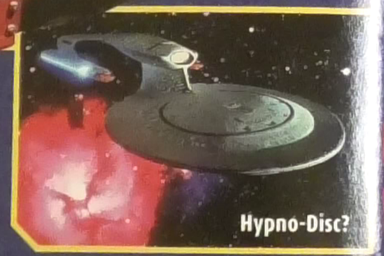
>> from Jon Harris
Will there ever be a celebrity Robot Wars?
> Funny you should say that. Plans are underway for a celebrity Christmas special with robots based on the celebrities controlling them. Which stars do YOU all think should take part, and what should their bots be like? Write and tell us!

< BIT-O-BOT

Which bit of which barking bot is this? If you can't figure it out, the answer's at the bottom of the page!

< ROBOLIKE

Reader David Allison from Glasgow thinks Hypno-Disc can boldly go where no bot has gone before, thanks to its resemblance to the Starship Enterprise!



HUGH MANOID

THE MAN WHO LOVES TO HATE ROBOT WARS

Thanks goodness Series III of Robot Wars (I call it 'Robot Bores' ha ha ha!), the worst show on TV, is over. But reading a copy of Robot Wars Magazine (also rubbish) that the newsagent is delivering to my bungalow every month by mistake, I was shocked to see another series is planned. So I wrote to the mayor, my MP, Tony Blair and the Queen telling them to BAN it. None of them replied. Typical! So I stood outside the BBC with a placard saying 'Stop The Wars NOW!' Unfortunately, I had got my A-Z map mixed up and was actually standing outside MI6, where all the secret agents live. Hopefully, they will have stopped questioning me by next month so I can complain some more.

SYSTEM CHECK

Reckon you've read the mag, do ya? Then these teasers should be no probs!

01 Which house robot has a flamethrower weapon?
02 What was the original Hypno-Disc made from?
03 Which country does the robot All Torque come from?
04 Who did Razer meet in the semis of the First World Championships?
05 Where did Matilda originate?

THE BIG BALLOT

SIR KILLALOT	SHUNT	MATILDA	SGT BASH	DEAD METAL
28%	20%	19%	12%	21%

Every month, we ask the big questions and YOU give us the answers. This month, WHICH HOUSE ROBOT IS THE COOLEST? From what you told us, Sir K is still fave, but Dead Metal and Shunt are catching up fast.

ANSWERS
SYSTEM CHECK
1. Sgt Bash
2. Lego
3. Scotland
4. 101
5. Atlantis
BIT-O-BOT IT'S
Bulldog Breed!

TALKING POINT: GET THE POINT?

One of the big topics at WWW.ROBOTWARS.CO.UK is the arena. Some people say it's too easy, some say it's too hard and as for the spikes... well, read for yourself!

>> By ROGER The arena spikes are the worst part of Robot Wars. Suddenly this weedy little spike comes up out of the floor and tips you over. There are people under the floor, pushing the spikes up, aren't there? Get rid of the spikes and have some ramps.

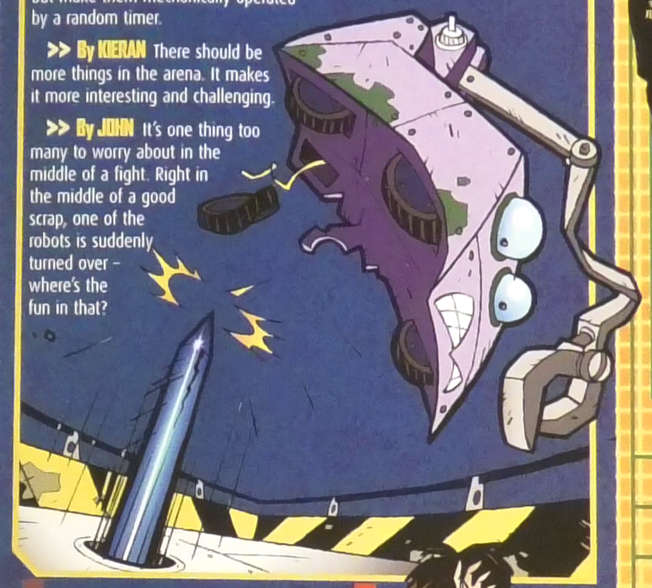
>> By GRAHAM No, keep the spikes but make them mechanically operated by a random timer.

>> By KIERAN There should be more things in the arena. It makes it more interesting and challenging.

>> By JOHN It's one thing too many to worry about in the middle of a fight. Right in the middle of a good scrap, one of the robots is suddenly turned over – where's the fun in that?

>> By AARON Keep the spikes. I want those spikes when I'm on Robot Wars.

>> By ANTHONY Those spikes are a nuisance, but after all, they are there to make good TV!



"Just when you think that the world is yours, some nutter will fight you for it on Robot Wars!"

NEXT MONTH

LAST ONE IN'S A CISSY

BEACH BOTS

- dead metal profiled
- the origin of sir killalot
- latest news and pits gossip

FREE HOUSE BOT MOUSE MAT! WHICH ONE WILL YOU GET?

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ROBOT WARS
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